

**AMENDMENTS TO THE CLAIMS:**

This listing of claims replaces all prior versions of claims in the application.

1. (Currently amended) A method ~~of controlling a locking function in a locking arrangement,~~  
~~the method~~ comprising:

creating a database from predetermined objects;

determining at least one user-specific inter-object internal order of the predetermined  
objects in the database;

detecting a control command for starting ~~[[the ]]control of [[the]]a~~ locking function;

displaying a random subset of the predetermined objects on ~~[[the]]a~~ display of ~~[[the]]a~~  
locking arrangement once the control command is detected;

detecting the selection order of the displayed predetermined objects; and

changing the lock state when the detected ~~object~~-selection order differs from a  
determined user-specific inter-object internal order by a predetermined parameter.

2. (Currently amended) A method as claimed in claim 1, the method further comprising  
displaying the random subset of predetermined objects in a random order on the display.

3. (Previously presented) A method as claimed in claim 1, the method further comprising  
identifying the determined user-specific inter-object internal order based on the detected control  
command.

4. (Currently amended) A method as claimed in claim 1, wherein the predetermined objects are  
one or more letters, digits, figures, images, songs or a combination thereof including two or  
more of said types of objects.

5. (Currently amended) A method as claimed in claim 1, the method further comprising  
changing the determined user-specific inter-object internal order when the detected ~~object~~  
selection order is within the predetermined parameter of the determined user-specific inter-  
object internal order.

6. (Original) A method as claimed in claim 5, the method further comprising using learning algorithms and/or intelligent networks in changing the determined user-specific inter-object internal order.

7. (Currently amended) A method as claimed in claim 1, the method further comprising entering an arrangement lock state when a predetermined number of such successive ~~object~~ selection orders are detected, wherein the ~~object~~ selection orders are not within the predetermined parameter of the determined user-specific inter-object internal order.

8. (Original) A method as claimed in claim 1, the method further comprising establishing a short-range wireless connection and detecting the control command for starting the control of the locking function via the short-range wireless connection.

9. (Original) A method as claimed in claim 1, the method further comprising establishing a short-range wireless connection and detecting the object selection order via the short-range wireless connection.

10. (Original) A method as claimed in claim 1, the method further comprising determining the user-specific inter-object internal order in one or more user profiles of the arrangement.

11. (Currently amended) An arrangement comprising:

means for creating a database from predetermined objects;

means for determining at least one user-specific inter-object internal order of the predetermined objects in the database;

means for detecting a control command for starting ~~[[the ]]control of [[the]]~~a locking function;

a display for displaying a random subset of the predetermined objects once the control command is detected;

a user interface for detecting the selection order of the objects; and

means for changing the lock state when the detected ~~object~~-selection order differs from a determined user-specific inter-object internal order by a predetermined parameter.

12. (Currently amended) An arrangement as claimed in claim 11, wherein the arrangement comprises a transceiver unit configured to establish a communications connection, transmit a control command for starting the control of the locking function and transmit the ~~object~~ selection order.

13. (Original) An arrangement as claimed in claim 12, wherein the communications connection is a short-range wireless connection.

14. (Currently amended) An arrangement as claimed in claim 11, wherein the arrangement comprises means for displaying the random subset of predetermined objects in a random order on the display.

15. (Previously presented) An arrangement as claimed in claim 11, wherein the arrangement comprises means for identifying the determined user-specific inter-object internal order based on the detected control command.

16. (Currently amended) An arrangement as claimed in claim 11, wherein the arrangement comprises means for changing the inter-object internal order when the ~~object~~-selection order is within a predetermined parameter of the determined user-specific inter-object internal order.

17. (Previously presented) An arrangement as claimed in claim 16, wherein the arrangement comprises means for using learning algorithms and/or intelligent networks in changing the determined user-specific inter-object internal order.

18. (Currently amended) An arrangement as claimed in claim 11, wherein the arrangement comprises means for entering an arrangement lock state when a predetermined number of such

successive ~~object~~-selection orders are detected, wherein the ~~object~~-selection orders are not within the predetermined parameter of the determined user-specific inter-object internal order.

19. (Original) An arrangement as claimed in claim 11, wherein the arrangement comprises means for establishing a short-range wireless connection and detecting the control command as the start for controlling the locking function via the short-range wireless connection.

20. (Original) An arrangement as claimed in claim 11, wherein the arrangement comprises means for determining the user-specific inter-object internal order in one or more user profiles.

21. (Previously presented) An arrangement as claimed in claim 11, wherein the arrangement is in a portable electronic device.

22. (Previously presented) An arrangement as claimed in claim 11, wherein the arrangement is in a door or gate.

23. (Currently amended) A method comprising:

storing a database of predetermined objects in a first device;

determining at least one user-specific inter-object internal order of the predetermined objects in the database;

detecting a control command by the first device for starting control of a locking function by detecting a signal from a second device;

in response to detecting the control command, transmitting a random subset of the predetermined objects to the second device;

displaying the transmitted random subset of predetermined objects on ~~[[the]]~~a display of the second device;

detecting a selection order of the displayed predetermined objects;

transmitting the selection order and an identifier of the second device to the first device;

and

changing the lock state when the detected ~~object~~-selection order differs from a determined user-specific inter-object internal order associated with the identifier by a predetermined parameter.

24. (Previously presented) The method of claim 23, wherein the identifier is a digital signature.

25. (Previously presented) The method as claimed in claim 23, wherein the first and second devices communicate via a short-range wireless connection.